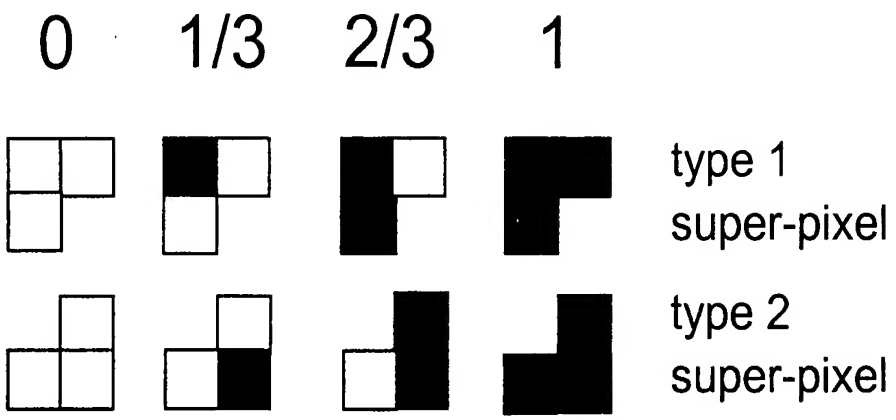

fixed representation of 1/3 and of 2/3

FIGURE 1a

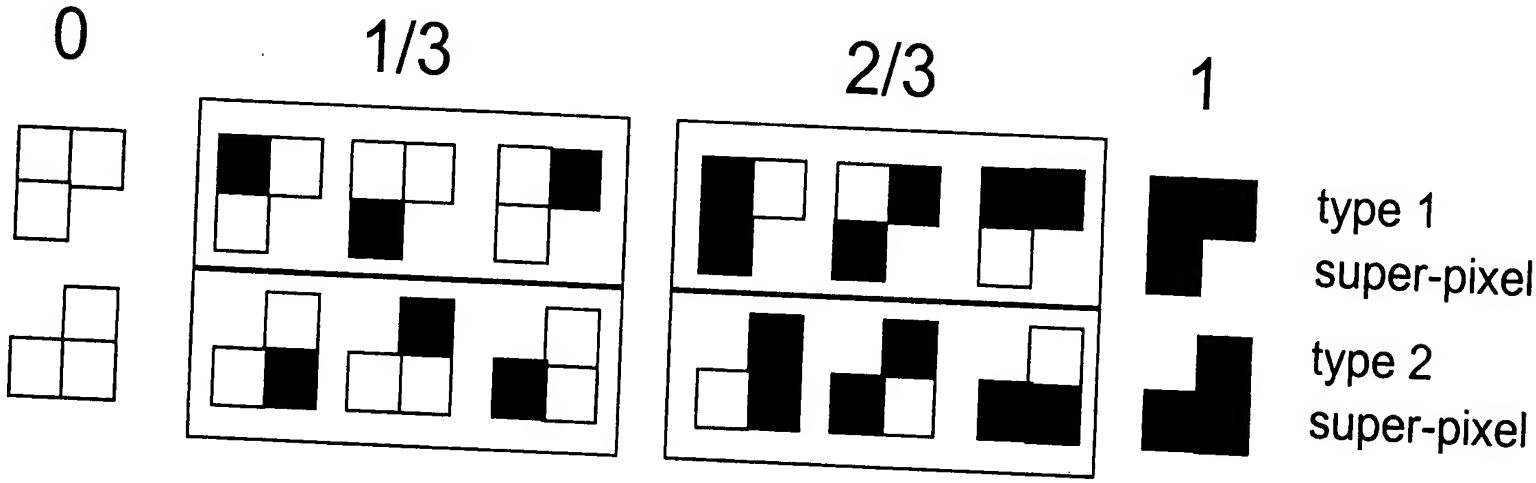
0
1/3
2/3
1
type 1
super-pixel
type 2
super-pixel
variable representation of 1/3 and of 2/3

FIGURE 1b

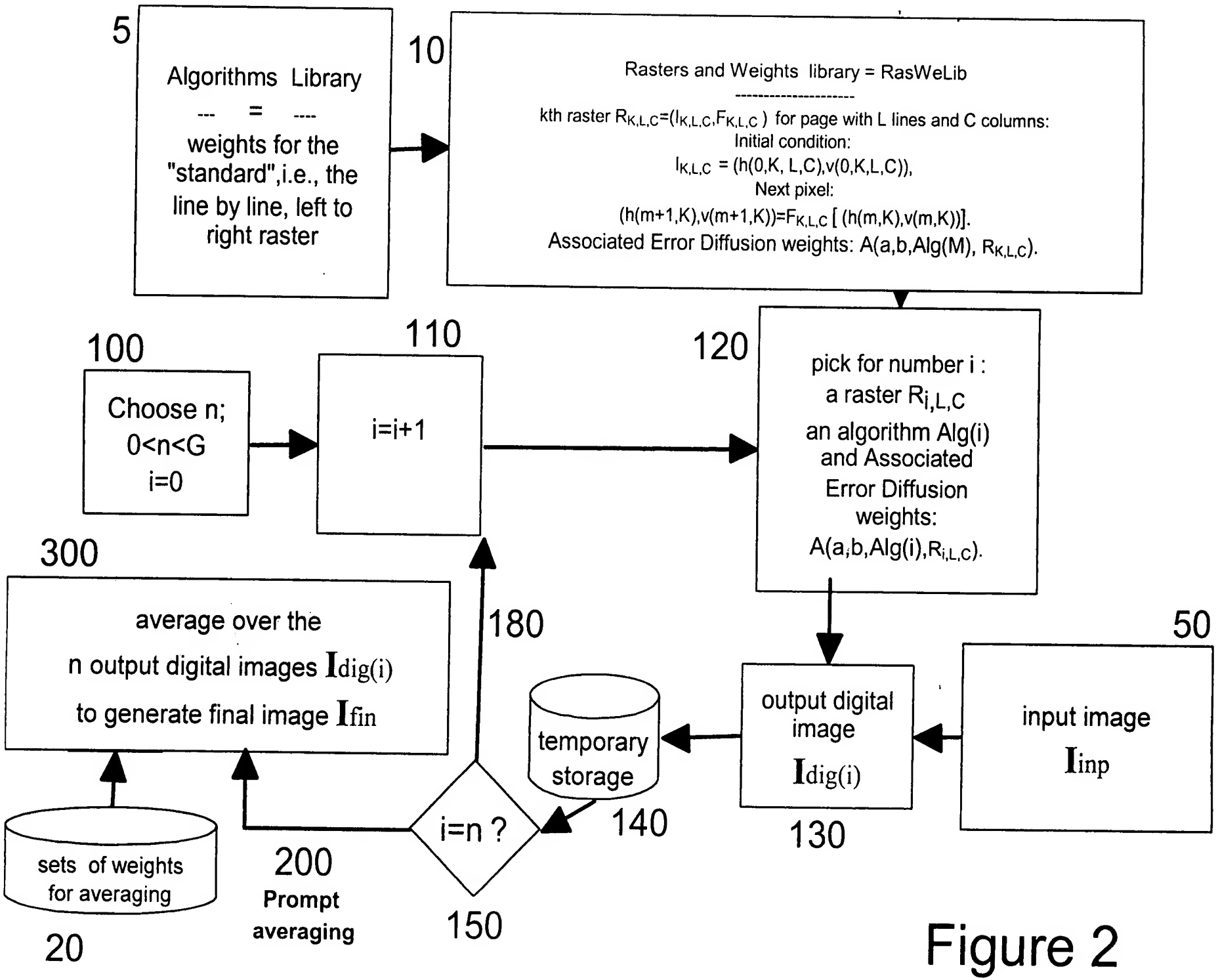
5
Algorithms Library
--- = ---
weights for the "standard",i.e., the line by line, left to right raster
10
Rasters and Weights library = RasWeLib
kth raster $R_{K,L,C}=(I_{K,L,C},F_{K,L,C})$ for page with L lines and C columns:
Initial condition:
$I_{K,L,C}$ = (h(0,K, L,C),v(0,K,L,C)),
Next pixel:
$(h(m+1,K),v(m+1,K))=F_{K,L,C}[(h(m,K),v(m,K))]$.
Associated Error Diffusion weights: $A(a,b,Alg(M), R_{K,L,C})$.
100
Choose n;
0<n<G
i=0
110
i=i+1
120
pick for number i :
a raster $R_{i,L,C}$
an algorithm Alg(i)
and Associated
Error Diffusion
weights:
$A(a,b,Alg(i),R_{i,L,C})$.
300
average over the
n output digital images $I_{dig(i)}$
to generate final image I_{fin}
180
50
temporary storage
output digital image
$I_{dig(i)}$
input image
I_{inp}
i=n ?
140
130
sets of weights for averaging
200
Prompt averaging
150
20

Figure 2

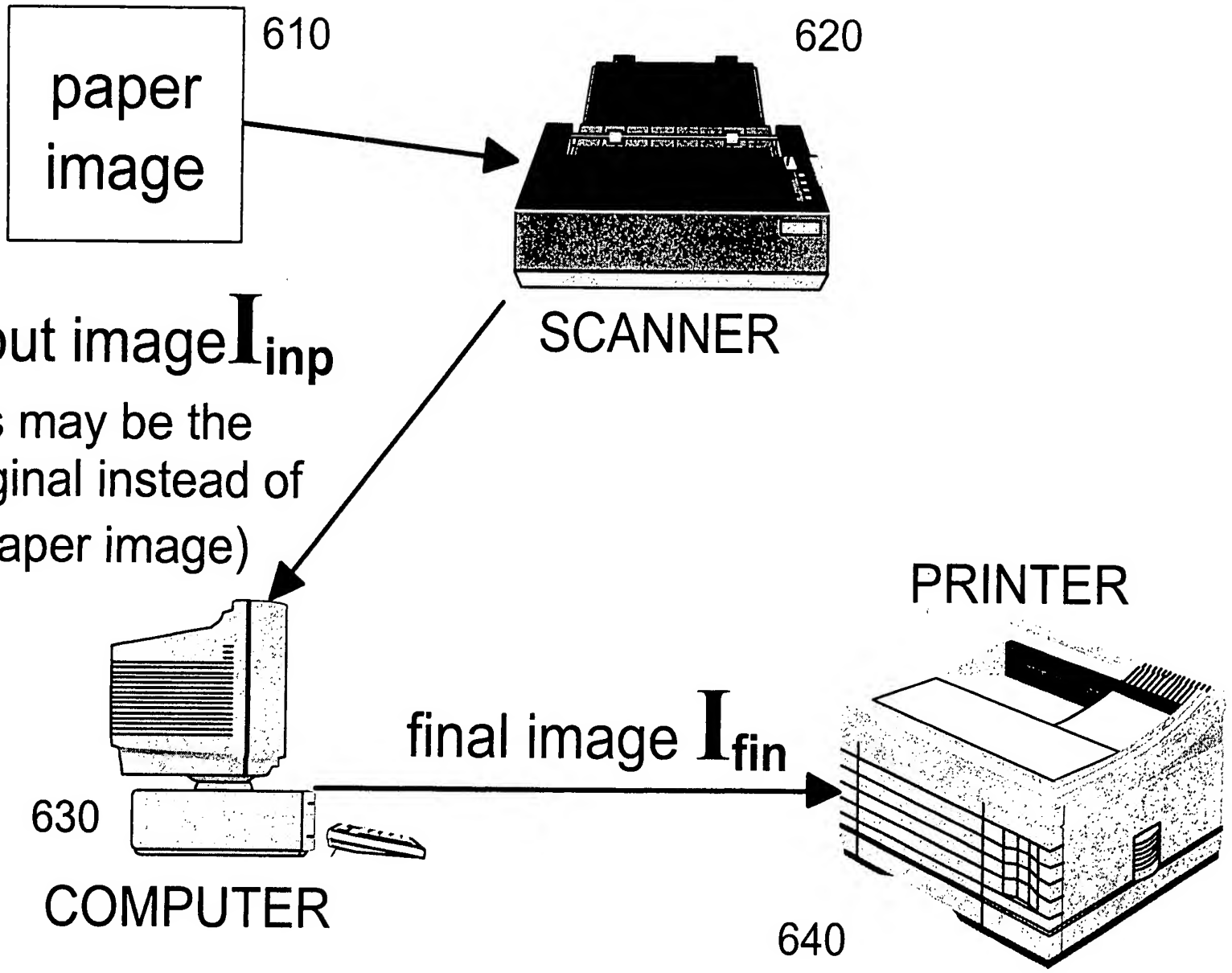
paper image
610
620
SCANNER
input image I_{inp}
this may be the original instead of a paper image)
PRINTER
final image I_{fin}
630
COMPUTER
640

FIGURE 3